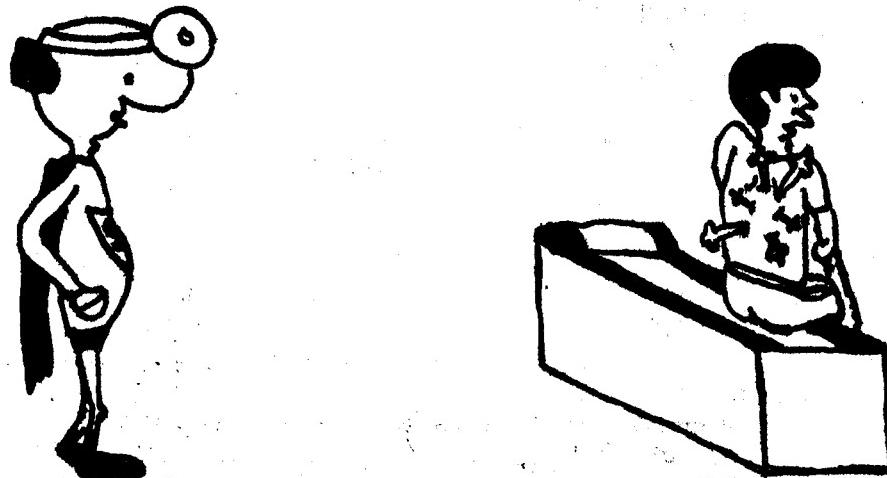


ANOTHER SPINE-TINGLIN ISSUE OF

August 10, 1979  
Number 105

# LAW & FANO



WARNING: Playing IN Diplomacy  
TOURNAMENTS May be Hazardous to  
YOUR Health.

8/10/79

Published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele: (916) 383-4848. Itinerant correspondent and cover drawer is Mike (Smacko) McMillie. Subscription rate is 12 issues for \$5.00. Game fee is \$3.00 plus a subscription. (There are five signed up for the next game.). Articles, recipes, puzzles, letters are solicited from the readers. Payment is one issue for each published  $\frac{1}{4}$  page of material.

## THE BOX SCORE

During the past month in C&F:

|                   |    |
|-------------------|----|
| Games started     | 1  |
| Games finished    | 0  |
| Games in progress | 31 |

This issue of CLAW & FANG is dedicated to the animals at Marine World/Africa USA in Redwood City who forecast the 5.9 Northern California earthquake on August 6. Their unusual behavior had been reported as early as August 1, although apparently no one knew how to interpret it. Minutes before the quake the usually docile elephant, Jennie, hurled the barndoors back and forth violently with her trunk. Other animals were unusually restless and tempermental.

[Jennie, I've got a bag of peanuts for you and a carrier pigeon to split if you will give me a few hours warning before California slides into the Pacific. I can always visit Smacko in New Mexico.]

## THE SAGA OF STARTING A 'ZINE

by Jack Browner

[I received Issue One of a new gamezine, THE FLYING DUTCHMAN, published by Jack. In it he gives an interesting account of starting up a zine. Since this first issue will probably not receive a wide distribution I received permission to reprint it in CLAW & FANG.]

First you have to have a typewriter. I had brilliantly given mine to my younger sister when I finished school. So I went down and picked up this manual thing that I am typing on. It's not too bad, since I never used my electric one enough to get used to it, and I originally learned on a manual.

Then comes the trip to the printer's shop, since I don't have access to anything useful, being in the restaurant business. The printer was very helpful (I didn't know anything, believe me!), showing me this format which I decided to use. I will probably continue to use this format permanently, since it's the easiest and (most importantly), the cheapest. [The format is a  $8\frac{1}{2} \times 11$  sheet folded to give pages  $5 \times 8\frac{1}{2}$ .] Starting next issue THE FLYING DUTCHMAN will be eight pages, which will cost me approximately \$30.00 per issue, plus postage. (this is for groups of 100). Four more pages, should I get that large will cost another 12.00, which isn't too bad, I don't think.

So, how much should I charge for this soon-to-be-top-knotch monthly bulletin? Well, I figured for a breakeven circulation of 50. After working out the math (I like math), I figured that each issue should cost subscribers seventy-five cents. That was a disappointing figure, since I obviously can't charge that much. I then figured out a brilliant idea -- game fees!! (Don't laugh, I thought I was going to have to give up the idea entirely, and it took almost an hour before I thought of game fees) Anyway, after some more math juggling (what a fun way to spend an evening!), I made the following based-on-nothing assumptions: 21 paying players, 50 subscribers, average game length of 20 issues, and no miscellaneous expenses (hah!). This all leads to a \$2.00 game fee, and \$3.00 sub fee for 10 issues. This should lose me about \$15.00 a month, which I'm happy to absorb. More math discovers that my real breakeven circulation is above 100, which means more printing costs. So I'll never break even, who cares? A high ratio of players to subbers will keep costs down, though, so that means I'll try to open games regularly and do a consistent adjudication job.

Being in the hobby for about three years has been a pleasure for me, except when a 'zine I'm playing in folds. I have had three 'zines fold out from under me. Only one has had the courtesy of giving players any notification, which is admirable.. The other two just simply folded. One gamesmaster gave his games to another, who folded eight issues later. It really ticks me off when a 'zine folds because usually folds are preceded by as much as a year of inexcusable irregularities in publishing.

[Jack's address is 2056 Warwick Street, Tallahassee, FL 32304.]

## THE FORUM

[THE FORUM is not just a letter column. It is designed to elicit a number of opinions on selected subjects. Please contribute--your opinion is important. Also, please feel free to suggest new topics.]

## Separation Of Seasons

ALLEN BARWICK: I enjoyed the first issue you sent me of CLAW & FANG, but I'm a statistician and I spend hours with flow charts and tree diagrams for each game I'm in. To combine Winter and Spring moves would be a hardship for me, but to combine Fall, Winter, and Spring would be a nightmare. [You misunderstood. It is Autumn (Fall's retreats), Winter, and Spring.]

I'm not the best player, but I savor each move. I'm not in a hurry to finish a game. I enjoy the play, not the ending. I play to play, not to hurry and get the game over with. My correspondence runs an average of 10 letters per move, whether the move is Spring, Summer, Fall, or Winter. With some of my correspondents, my letters drop off as they (the other rulers) disappear, but as my own units increase, so do the combinations, the possibilities, the queries I have to consult with my allies on.

Most people I've written to and talked to and most of what I've read on published Dip statistics indicates that the overwhelming majority of Dip players seldom write, and that I'm probably an exception. I've found that nearly all (80%) will respond to a letter if I write first, and they will continue to respond on a one-letter-for-one-letter basis.

KEN BAKER: Once the gamesmaster has called for combined seasons, right or wrong, it should be followed. The requests for a delay should not be due to the complexity of the situation, or a personal preference, but due to personal problems--divorce, transfer to Siberia, etc.

On the other hand, it is the responsibility of the GM not to combine moves when the situation is unstable. Calling for combined moves is necessary for it speeds up the games, but should not be called for if one or more players will be at a disadvantage.

I am against setting a rule (e.g. 4 retreats) and feel the GM should be in control. If he fails to analyze the situation correctly, don't join his games.

MARK BERCH: It would be interesting to see what the season-separation rate would be if your proposed rule were put into effect. To do this, some statistics are in order. As my data bases, I used the complete run of games from Steve McClendon's fine Dragon and the Lamb. I ignored Winter 1901, and in cases where a player could not take all his builds, I used only the number of builds which he could take. In 56 seasons, your rule would produce 41 separations, for a separation rate of 73%. In just the 1902-1905 time frame, the rate is even higher: 87%. Whether or not these figures are unacceptably large is of course a subjective judgement, but personally, I think the number is too large. If the rule were modified to "more than 5", the separation rate would still be a hefty 55%. Furthermore, as you probably recognized when you set the "4" figure, more than 5 will frequently give fairly complex situations.

The problem is that not all builds or retreats are equivalent. It is often the case that a build is virtually automatic, such as when only one landlocked center is open, or there is only one retreat square, plus no advantage to an OTB retreat. Other times, it makes no difference what is build, as is often the case with large powers. If Turkey is fighting a naval war in the Atlantic or Western Med area, and has no need for further armies, F Ank is absurd and Con and Smy are equivalent in most cases. On the other hand, retreat situations may be quite complicated, especially in open areas of the board, or when there are more than one unit retreating in the same general area. And "area" is a very subjective concept. A French retreat from Bur and A Russian retreat from War can be quite linked in the German strategy, since A Mun might have to deal with either one's consequences.

I think that the subjective evaluation of the GM is likely to be better than any fixed rule. No procedure is perfect, but the best compromise is for the GM to make  
(continued overleaf)

his best evaluation, and to be automatically overruled if two players so request a separation. Players may of course have the separation question as part of their diplomacy.

[Although it doesn't change Mark's conclusion, he apparently misread my proposal which was for separate seasons if there were four retreats and/or removals in Autumn and Winter. Builds did not enter into it since at most a home center can only have three possibilities: army, fleet, or no build. And usually there are far less options per center. I would like to hear some more on this. So far no one has said that he would always like to see Winter separated...except possibly Allen.]

#### Anonymous Diplomacy

MARK BERCH: With regard to John Zipper's question, various such blind games have been played under the name of "Anonymity" or some such. In one format, players negotiate through their press. One British GM permitted the exchange of letters, unsigned of course, which went through him, which he remailed. One even attempted to retype all the letters to eliminate all clues of identity. Needless to say, that didn't last long. One problem with such games is that players are fearful of betraying their allies, since they fear cross-game retaliation once the identities are revealed. I don't know that a rigorously no-communication game has ever been done, but since negotiation is at the heart of the game, I really don't see the point to it.

#### Keeping Track Of Several Games

THOMAS MCMILLEN: I don't think anyone mentioned magnetic tape. This comes in strips of adhesive backed  $\frac{1}{4}$ " thick rubber, similar to that used in magnetic chess sets--easily cut into shapes. One yard (about \$2-\$3) will easily provide markers for 5 or 6 games that are easier on the fingers, easier on the maps, and much better looking than thumbtacks. Half a dozen maps fit on a "store and counter mat" and can easily be stored in a closet, etc. Incidentally, magnetic tape comes in very handy for those who want to play a game like Terrible Swift Sword for a couple of hours, then store it, set up, for a week or two. Or for people who like to do strange things like play Borodino at the beach.

#### Two More Views On DIPCON

MARK BERCH (again): I would like to respond to some of the comments made about my scoring system, which was used at DIPCON XII. Rollie Straten described a method of winning whereby a two-way alliance grew to a certain point, and then a coin was flipped to see who would get the win. Such a procedure can be used in any ordinary face to face game, or postal game, or under most tournament scoring systems (but not the Rocamora System as was used at last year's Origins). In that one, there is no such thing as a win; no points were given as a bonus for winning, so there would be no need for a coin flip). However, there is a hitch: You have to find a sucker who is willing to abide by the loss of the coin flip. I certainly wouldn't have. In this regard, Rollie decries the fact that no bonus was given for coming in second. Such a bonus would have made it easier to convince the sucker to go along, since he would gain second by cooperating with the winner. So long as a significant bonus for coming in second is provided, someone can win just by finding someone who will settle for that extra bonus. This is hardly a glorious win in a tournament. With no second-place bonus, a winner has truly triumphed over the board, since no one else had anything to gain by allowing the winner to win.

Bruce Linsey stated that wins were "very scarce". I have heard this from others. It is not true, and I'm not 100% sure from where it arose. I suspect the winners tended to keep their mouths shut. Also, in the final round, all but one of the winners were collected into the top board, which was isolated from the others and which ran late. Thus, they may have mixed less with the others.

Anyhow, in the first two rounds (I don't have the third round figures) there were 7 wins in 29 boards, or 24%. I consider this quite respectable and indeed, 7 was a very convenient number, as it provided for the opportunity to have a top board

(continued on page 5)

of all winners, a sharp break over the second board with no winners. I wanted people to try to win, but since time considerations forced the games to end at 1907, an 18 center win is almost impossible. And a sensible player is not going to try for a goal which is nearly impossible. At Origins 77, the last Origins that I attended, which had about as many boards, if not more, there were only 4 wins, even though those games could run till 1908.

ALLEN BARWICK: I enjoyed Rollie Straten's version of DipCon and Bruce Linsey's interpretation of Origins. I was at Origins and Bruce is quite correct as to what happened. Dip went on 24 hours a day. I had to choose between the Diplomacy tournament and the D&D competition, though. With tears in my eyes I sold back my Dip ticket and went off to the D&D first round. The refs showed up, said that the D&D had been overbooked, and we'd have to come back that evening for a game shot at D&D. I was furious. My evening was canceled, the morning was empty, and the Dip tourney had left without me. But worse, my team in the D&D did not come in first, but apparently we placed second: the D&D officials did not have an official ranking of "others."

1978HK GM: Rod Walker, "Alcala", 1273 Crest Dr., Encinitas, CA 92024  
Spring 1905

WELL, LET'S SEE, NOW... TREACHERY ABOUNDS, DOES IT NOT? RUSSIA TRIES TO STAB TURKEY, BUT GETS THOROUGHLY THWARTED. (YOU GET THE THWARTS IF YOU TOUCH A THFROG, RIGHT?) ANYWAY, RUSSIA ALSO STARTS STABBING GERMANY. THAT HAS BETTER SUCCESS EXCEPT THAT HIS ALLY IS FRANCE...AND LOOK WHAT ITALY IS DOING TO FRANCE! OH, NO! I CAN'T LOOK. IT'S TOO AWFUL. WELL, ALL IS NOT LOST FOR THE MOMENT, BUT WAIT UNTIL THE ITALIAN NAVY GETS TO...OH, HE WOULDN'T GO THERE; IT'S TOO SADISTIC. AH...CACKLING AND SHRIEKING IN ROME...

AUSTRIA (Berch): A Bud S ITALIAN A Vie, A Gre S TURKISH A Bul, A Ser S AUSTRIAN A Bud, That's called spreading it around.

ENGLAND (Hendrix??): F Ska /h/.

FRANCE (S Evans): F Bre→Eng, A Par→Gas, F Eng→Iri, F Lon→Nth, F Edi→Cly, A Bur→Ruh, A Bel→Bur S by A Pic.

GERMANY (Carpenter): F Nth→Bel S by A Hol & A Ruh (A Ruh /r/ /Kie, d/), A Wal→Lpl, A Mun→Bur.

ITALY (Price): F Nap→Tyn, A Alb→Tri, F Ion→Tun, A Trl→Pie, A Vie S AUSTRIAN A Bud, F Tyn→Lyo.

RUSSIA (Hightower): A Gal→Rum S by A Ukr, A Fin→Nwy S by A Swe, A Boh→Sil, A Rum→Arm C by F Bla (F Bla /r/ /Arm, Sev, d/).

TURKEY (Shreve): F Aeg S A Bul, F Con→Bla S by F Ank, A Bul /h/.

TH-TH-TH-THAT'S ALL, FOLKS. FALL 1905 ORDERS are due on September 5, NOTE: The last deadline fell on a Sunday. This may be occasionally unavoidable because Don sets the deadline according to my specific request that it be 2 days earlier than the deadline on all his other C&F games. If this happens again, the deadline is automatically the following Monday. That's how I handled it this time...the deadline was the 6th. Good thing, Scott, too.

FURTHER NOTE: Orders may be made conditional upon the directions of the German and Russian retreats.

WANTED, a reader who subscribes to a lot of zines to do zine reviews. I want someone who will call them as he sees them; pointing out the good and the bad. I only ask that he be fair and honest. For my part, I pledge no editorial interference. This will protect my neck and his integrity. Free sub to C&F will be the payment. Let me hear from you, preferably with a sample.

## SPACELANES #11

by Tony Watson

"Spacelanes" is a semi-regularly appearing feature that attempts to keep its readers abreast of new developments in the SF game hobby by printing news and short reviews of games.

This time around the wealth of new items appearing on the market prevents me from doing much more than make a brief mention of new games. The series of mini-reviews that had characterized many previous "Spacelanes" will hopefully return once I am able to get my files straightened out.

The SF part of the wargaming hobby has been very busy as of late. It seems that SF games are proliferating almost as fast as regular historical games, attesting to a vast increase of interest in this part of the hobby.

GDW has produced the first issue of the Journal of the Traveller's Aid Society, a digest size quarterly devoted to TRAVELLER. The first issue was impressive, containing sections on creatures, new equipment, expanded rules modules, and a couple of scenarios. As one expects from GDW, it is nicely done. Price is \$7 a year. The company has also come out with BELTER, a game about mining in the asteroid belt and SNAPSHOT, a game which, like their previous release, MAYDAY, works to expand TRAVELLER. This time the subject is combat aboard spacecraft. These offerings were only recently announced so I am not sure of immediate availability.

SPI has come out with their answer to the Metagaming Microgame, the Space Capsules. The emphasis here is on a small scale game (hundred counters and a 17" x 22" map), quick playing time, and low price (\$3.95). Four have come out: THE CREATURE THAT ATE SHEBOYGAN--a variety of monsters attack a city defended by National Guardsmen, police and firemen, while helpless populace counters flee. Colorful, imaginative and fun. STARGATE: Humans and three other races confront the Virunian fleet of modular Tri-Ships. TITAN STRIKE: Asian and European space colonists tangle over a moon of Saturn in a fairly intricate tactical system. VECTOR 3: Three-D combat in space using a system very reminiscent of the tactical rules from BATTLEFLEET MARS.

Metagaming has been having some trouble obtaining boxes for its games, so the re-issue of the classic STELLAR CONQUEST has been delayed. However, the company has been busy with their MicroGame line, producing two of their best yet. THE INVASION OF THE AIR EATERS combines 50's camp (an alien attack on Earth) with a grand strategic situation (the map covers the whole world) to produce a game rich in tactics and a gamer's joy. Humans begin with armies and sub fleets and desperately try to improve and upgrade their weapons by researching laser guns, disintegrator forces and space units. The alien player uses nearly indestructable crawler units to devastate Earth's industry and air converters to slowly convert Terra's oxygen rich atmosphere to one more suitable to them. HOLY WAR takes a fascinating premise and uses it for the setting of an interesting tactical space game, resembling in some ways the company's previous release, GODSFIRE.

Releases that were planned for Origins in June included a grand strategic, multi-faceted game from SPI, FREEDOM IN THE GALAXY. As mentioned before in this column, the game bears more than a superficial resemblance to the situation in Star Wars. Should be very interesting. My copy is on order.

Yaquinto Publications, formed from the ashes of Battleline but with a new backer, promises TIME WAR and STAR FALL. I don't know much more than that; the ads are sparse. To the best of my knowledge the first SF game from Sweden has appeared. It is called TAU CETI and a representation of tactical surface combat. I've been sent a review copy, but haven't had much time to examine it.

The profusion of new titles in the SF lines of many companies illustrates what many, including myself, have maintained for a long time: the realm of SF gaming is quickly becoming more than a branch of wargaming, but nearly a genre to itself.

\* \* \* \* \*

[No TRAVELLER this month, Eric Ozog has been on vacation.]

## THE DIPLOMAT'S OTHER TABLE

## Brandy Alexander Pie

[This is a Fangmaster original; you won't find this recipe anywhere else.]

## The Crust:

|  |                         |                                  |
|--|-------------------------|----------------------------------|
| $1\frac{1}{2}$ cups chocolate wafer crumbs | $\frac{1}{4}$ cup sugar | $\frac{1}{2}$ cup butter, melted |
|--|-------------------------|----------------------------------|

Combine chocolate crumbs, sugar and melted butter. Press on bottom and sides of a 10-inch or deep 9-inch pie plate. Bake at 350 degrees for five minutes.

## The Filling:

|  |                                       |
|--|---------------------------------------|
| 1 envelope unflavored gelatin                      | 3 eggs, separated                     |
| $\frac{1}{2}$ cup cold water                       | $\frac{1}{4}$ cup brandy              |
| $\frac{2}{3}$ cup sugar ( $2 \times \frac{1}{3}$ ) | $\frac{1}{4}$ cup dark creme de cacao |
| $\frac{1}{4}$ teaspoon salt                        | 1 cup whipping cream                  |

Sprinkle gelatin over cold water in saucepan, mix well. Stir in  $\frac{1}{3}$  cup sugar, salt, and egg yolks. Beat until smooth then cook over low heat until thickened (do not boil). Remove from heat. Stir in brandy and creme de cacao. Chill mixture to consistency of unbeaten egg whites. Beat egg whites until foamy. Gradually add remaining  $\frac{1}{3}$  cup sugar, beating until stiff but not dry. Beat whipping cream. Fold egg whites and whipping cream into gelatin mixture and pour into crust. Chill until serving time. Serve with additional whipped cream. Makes eight servings unless you eat like I do.



[This item was stolen form the June 22 issue of PASSCHENDAELE.]

"I don't know about you guys, but I'm getting rather p..... at the game delays... and NMRs. Unexpectedly, ten persons NMRed this issue, which strained my standby list quite a bit. If the trend continues, I will NOT open any other game unless the players are ready to pay a \$5.00 (yes, five) refundable deposit forfeited if they dropout, and reduced by \$.50 every time they NMR...gee, it's nice to be lenient but I feel the players are starting to abuse me!"

"I'm starting to know why many GMs hate summer--too many NMRS."

[Not to mention COAs.]



YOU BE THE GAMEMASTER

A Season to Adjudicate by Bruce Linsey

AUSTRIA: (C.D.) A Bud H

ENGLAND: F Hol H, A Nwy→Fin, A Yor→Nwy (F Nth C, F Nwg S)

FRANCE: A Bel→Hol (A Ruhr S), A Bur S ITALIAN A Tyo→Mun, F Por→Spa(sc) S by F WMed, F NATl→Lvp

GERMANY: A Mun→Ruhr, A Den→Swe (F Ska C), A Ber→Kie (F Bal S)

ITALY: A Tyo→Mun, F Lyo→Spa(sc), F Nap→Tyr, F Tun→Ion, A Tri→Ser

RUSSIA: A Swe→Den, F Bul(ec)→Con, A Arm→Ank(F Bla S), F StP(nc)→Nwy (A Fin S), A Rum S F Bul(ec)

TURKEY: A Ank→Arm, F Con→Bul(sc), A Ser→Bud, F Ion→Nap, A Gre S ITALIAN A Tri→Ser  
(Answer next month. Answer to last month's on page 9.)

## THE PUZZLE PAGE

Which of these numbers is the larger?

3

6

Answer: although at first the number on the left appears larger, a closer examination will reveal that the number on the right is twice as large as the one on the left.

1978 GO

GM: (COA) Paul Funkenbusch, 110 W. South Ave, Houghton, MI 49931  
 SUMMER 1906: Germany F Den R Bal, (906) 482-1491  
 Italy F Alb R Adr.

## FALL 1906

AUSTRIA (Kahan): F Tun-Tyr\*, A Nap-Rom /d/R(Apu,OTB)\*, A Tri-Ven\*, A Tyr\* S A Tri-Ven, A Bud-Ser\*, A Vie\*-Tri, A Alb\*-Tri. CTRS:home,gre,bul,ser,tun,ven (8) bld 1 or 2.

FRANCE (Schuetz): F Nwg-Bar\*, F Nth\*-Swe (impossible), A Yor\* H, A Bur\* S GER A Ruh-Mun NSO, A Mar-Pie\*, F Spa(sc)-Wes\*, F MAO-NAf\*, F Tyn-Nap\*.

CENTERS: home,spa,por,lon,edi,lvp,nap (9) build 1.

GERMANY (Loewenstein): A Ruh\*-Kie, A Bel\*-Ruh, F Bal\*-Den, F Hol\*S A Ruh-Kie.

CENTERS: kie,bel,hol (3) remove 1.

ITALY (Edwards): A Rom\*S FFE F Tyn-Nap, F Adr\*-Tri, F Ven S F Adr-Tri /d/ R(Apu,OTB)\*.

CENTERS: rome (1) remove 1 or 2.

RUSSIA (McMillie): F Ion\*-Adr, F Aeg\*-Ion, A Smy\* H, A Ber\*-Kie, A Pru\*-Ber, F Nwy\*-NSea, F Swe\* S F Den, F Den\* S F Nwy-Nth, A Sil\* S A Mun, A Mun\*S A Ber-Kie, F StP(nc)\*-Nwy. CTRS:home,con,ank,smy,swe,nwy,den,rum,bcr,mun (13) build 2

BERLIN: Russians go home!

HANOVER PARK: The vote on an Austrian-Russian draw failed. Note my COA above.

Do to the complicated Autumn and Winter situation I will call for only those two seasons this deadline although Spring will be run if everyone submits orders for it. Note also that there is a possibility that two units could try to retreat to Apu (both would then be annihilated).

Autumn and Winter 1906 due Sept 7.

## FUNKENBUSCH 2: SPRING 1901

AUSTRIA (Schuetz): A Vie\*-Gal, A Bud-Ser\*, F Tri-Alb\*.

ENGLAND (Kerchner): NMR F Edi-Nth\*, A Lvp-Yor\*, F Lon\* H.

FRANCE (Albrecht): F Bre-MAO\*, A Par-Bur\*, A Mar\* S A Par-Bur.

GERMANY (Rodriguez): F Kie-Den\*, A Ber-Kie\*, A Mun-Ruh\*.

ITALY (Baker): A Ven\* H, A Rom-Apu\*, F Nap-Ion\*.

RUSSIA (Straten): F Sev-Bla\*, A War\*-Gal, A Mos-Ukr\*, F StP(sc)-Bot\*.

TURKEY (White): NMR A Con-Bul\*, A Smy-Con\*, F Ank\* H.

HANOVER PARK: Orders for England and Turkey arrived just after the deadline so no standbys will be called; I understand that there were extenuating circumstances for one of the players but as GM I must rigidly enforce deadlines. In line with C&F house rules neutral orders were used for both powers.

By the way: underlined orders fail, \* indicates the final position of a unit, S equals support, NMR means no moves received, c: convoys, /d/: dislodged.

FALL 1901 due September 7, 1979 at the new address above.

## SOME WINTER SEASONS

1978IZ GM:FANGMASTER WINTER 1903 AUSTRIA (Silver): removes A Ser.

ENGLAND (Dorsett): builds F Lvp, F Edi. FRANCE (Elliot): removes A Par.

GERMANY (McMillen): builds A Ber. ITALY (Prottengier): builds F Nap.

RUSSIA (Fields): builds A War. TURKEY (Zablocki) even. SPRING 1904 due Sept 10.

1979AR GM:GANGFASTER WINTER 1901 AUSTRIA (English):builds A Tri, A Vie.

ENGLAND (Marshall):builds F Edi, F Lon. FRANCE (Fritter):builds F Mar, F Bre.

GERMANY (Drymond):builds A Kie, A Ber. ITALY (Hart): builds F Nap.

RUSSIA (Kador): builds A War. TURKEY(McMillen): builds F Smy. SPRING due 9/10.

1977IC GM:Mike Boggs AUTUMN: Russia retreats A Gal-War, A Ser-Rum.

WINTER 1908 ENGLAND: SCHIWAUTZ: removes A Lon.

FRANCE: WORKMAN: NMR, will be 2 short. ITALY: MICHALSKI: removes A Kiel.

RUSSIA: CARPENTER: even. SPRING 1909 due Friday, September 7th.

Standby for France will be Larry English, 1330 Community Lane, Palo Alto, CA 94301.  
 Mike will supply positions.

1978C |

## THE PRESS GAME

AUTUMN 1907: Austria A Con R Bul

[WINTER 1907] SPRING 1908 RUSSIANS CAPTURE BARENTS SEA.

AUSTRIA Watson (9, 1 short): [builds A Vie, A Bud] F Smy\*→Con, A Vie\* S A Gal, A Bud\* S A Rum, A Ven\* S A Tri-Tyo\*, A Rum\* S A Gal, A Gal\* S A Rum, A Bul\* S A Rum.

FRANCE Schlickbernd (12): [builds F Bre, A Par] F Nap→Tyn\*, F Rom\*→Caspian Sea (NSS), F Lon\* S F Nth, F Ion→Aeg\*, F Spa(sc)→MAO\*, F Bre\*→Eng, A Par→Bur\*, A Bel\* S A Bur→Ruhr\*, A Hol\*→Kiel, A Pie\* S AUS A Tri-Tyo.

GERMANY David Loewenstein (8): [even] F Both→Sal\*, F Nwy\* S F NSea\* H, A Boh\*→Mun, A Pru→Ber\*, A Lva\* S A War\* H, A Mun\*→Kie

RUSSIA Fiack (3): [removes F Bla, A Sev] F StP(nc)→Bar\*, A Ukr\* S A Mos→Sev\*.

TURKEY Baumeister (2): [remove A Arm] F Con\* S F Ank, F Ank\* S F Con.

FALL 1908 due September 10. No votes passed.

Change of address for David Loewenstein, Freshman Student, Haverford College, Haverford, PA 19041.

## PRESS....YES, THERE IS PRESS

HOLLAND: (121-point type, page one of Der NATIONAL ENQUIRER) FRENCH INVADING HORDE SACKS AMSTERDAM--RAPES WOMEN, ENSLAVES MEN, EATS CHILDREN!! (It was a big page one.)

BERLIN: An unexpected slowdown in the growth of the arms industry announced today by Gotta Ronic, Chairman of the Board of United Deutsches Weapons, Ltt, Ink. Economists predict that the slump will help further deteriorate the value of the mark.

KIEL: An official announcement of the Dept of War to Premier Schlick du Poignard of France: FINK (signed) Hans Hundesson.

SACRAMENTO: And I thought they had never met.

NUREMBURG, (Mephisto Press): "Sacrileg..." intoned the robed figure. The long finger he pointed at the prisoner suggested crimes unprintable.

"But what did I do?" whined Loewenstein, nibbling nervously at the hem of his shirt.

"Foul German...."

"Look who's talking," snorted the prisoner.

"Don't interrupt. You have written press for the press name and broken the boycott. For that your head is forfeit!" The Inquisitor smile broadly at his victory.

"So what do you call this?"

"Eh? What? No!" Rough hands grabbed the robed man. The axe flashed theatrically in the strobe light.

"Wait, I've been framed...."

Ka-Chunk!



Answers to Last Month's You Be The Gamemaster

AUSTRIA: A Ser-Bud /d/ R(Alb, OTB)\*, A Tri-S A Ser-Bud. A Ven-Tyo\*, F Gre\* S F Nap→Ion, F Nap-Ion R(Apu, OTB)\*, A Rom\*→Nap.

ENGLAND: A Den\*S A Kie, A Kie S A Hol /d/ annihilated, A Hol S A Nwy-Bel /d/ annihilated, F Nth\* C A Nwy\*→Bel, F Nwg\*→Nwy, F Ska\*→Sve.

FRANCE: A Bel-Hol\*, A Ruh\*S A Bel-Hol, A Bur\*→Bel, F MAO→NAf\*, F Wes\*→Tun, F Lyo\*→Tyn.

GERMANY: A Mun-Kie\*, A Ber\* S A Mun-Kie, A Vie\* S A Bud, A Bud\* S TUR A Bul-Ser.

RUSSIA: F Swe\*→Nwy, F Bal\*→Den, A Ukr\*→S A Mos\*→Sev.

TURKEY: A Sev\*→Nwy, A Bul-Ser\*, F Aog\*→Gre, F Ion\* S F Tyn-Nap\*, F Tun\*→Tyn.

## The Two Small Battles:

I. ENGLAND: A Den\*S A Hol-Kie, A Hol-Kie /d/ annihilated, A Kie\*→Ber.

GERMANY: A Ber\* S A Mun-Kie.

FRANCE: A Ruh\* S A Bel-Hol\*, A Bur\*→Mun.

II. ENGLAND: A Den\* S A Hol-Kie, A Hol-Kie /d/ annihilated, A Kie-Ber /d/ annihilated.

GERMANY: A Ber\* S A Mun-Kie\*.

FRANCE: A Ruh\* S A Bel-Hol\*, A Bur\*→Mun.

RUSSIA: F Bal\*→Den.

7 August 1979

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702  
 Phone: (213) 334-3149 (eves.)

## 1979 EPV Claw &amp; Fang Demo Invitational

Fall 1901 Good year for France, Russia and Italy (!?)

Austria (Sergeant): F Alb-Gre, A Ser S F Alb-Gre, A Vie-Bud  
 England (Palter): F Nwg-Nwy, A Yor-Den, F Nth C A Yor-Den  
 France (Reese): F Mid-Por, A Pic-Bel, A Mar-Spa  
 Germany (Bingle): F Hol S ENGLISH F Nth-Bel?, A Kie-Den, A Mun-Bur  
 Italy (Ditter): F Ion-Tun, A Tyo-Vie, A Ven-Tri  
 Russia (Cusack): F Bot-Swe, F Bla S A Ukr-Rum, A Ukr-Rum,  
     A Gal S ITALIAN A Tyo-Vie  
 Turkey (Marley): F Con-Aeg, A Ank-Con, A Bul-Gre

1901 supply centers

Austria: Bud, Xif, Xiz, Ser, Gre (3) No change  
 England: Home, Nwy (4) Build one  
 France: Home, Bel, Spa, Por (6) Build three  
 Germany: Home, Hol (4) Build one  
 Italy: Home, Vie, Tri, Tun (6) Build three  
 Russia: Home, Swe, Rum (6) Build two  
 Turkey: Home, Bul (4) Build one

Winter 1901 orders due 7 September 1979. Advance Spring 1902 orders may be submitted.

Note: Until a Boardman number for this game arrives, I am using the designation "1979 EPV" for filing purposes.

Thanks to Bernie Oaklyn for standby orders.

Press

Vienna - Virtually Everyone: ~~Was~~ it something I said?

Paris: Is anyone alive out there? Are the Russian and German authorities willing to conduct discussions?

London - Moscow: See & believe.

Azusa: Analysis by the bottom player in Conrad's game should be forthcoming soon.

Why is the Fangmaster trying to bribe an elephant? See page 2 of CLAW & FANG #105 sent your way by Don Horton  
 16 Jordan Ct.,  
 Sacramento, CA 95826

       your subscription has expired.



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